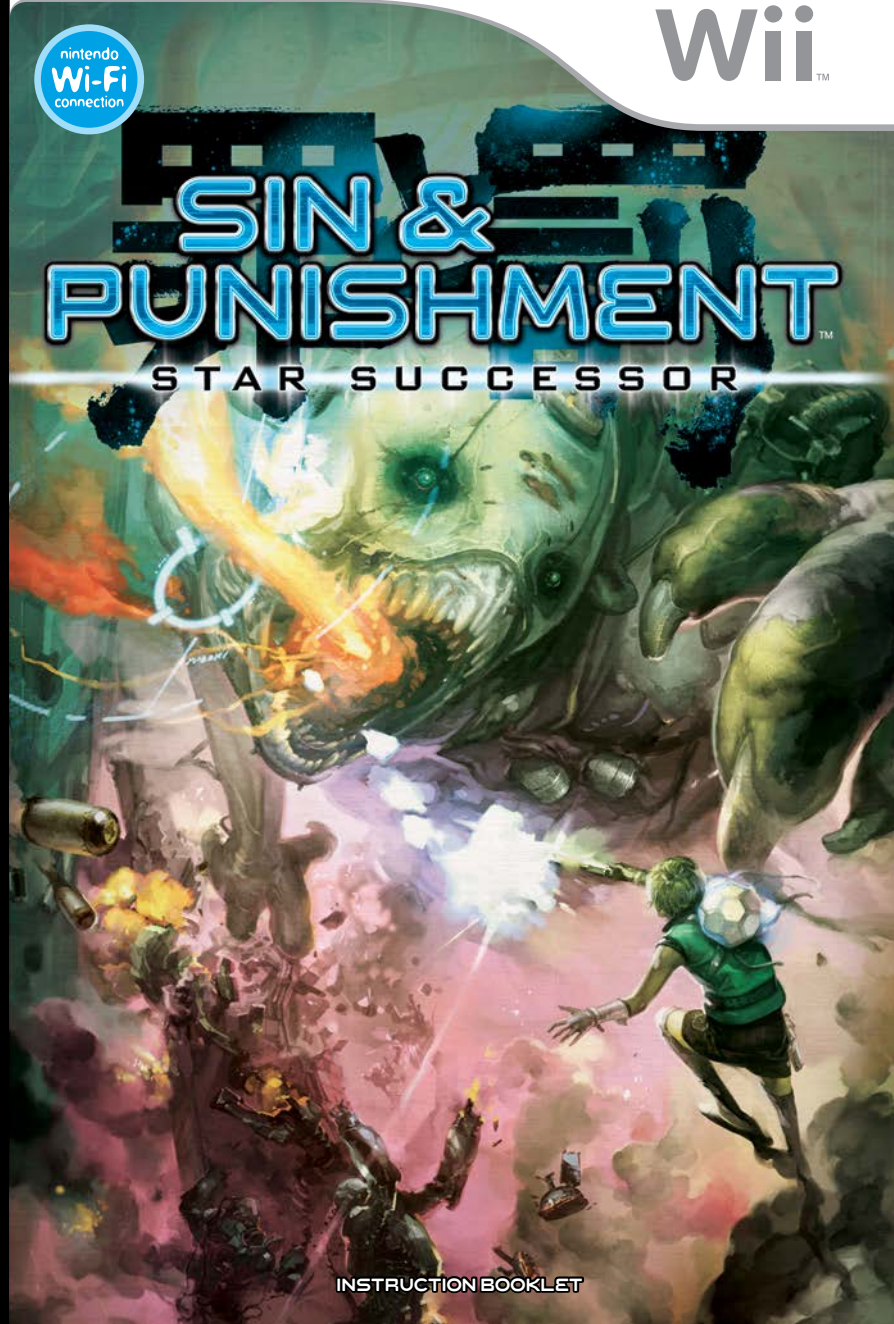




Wii™

SIN & PUNISHMENT™

STAR SUCCESSOR



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

SIN & PUNISHMENT

STAR SUCCESSOR

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SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the system will check if you have the latest version of the system menu, and if necessary a Wii system menu update screen will appear. Select OK to proceed with the update. Please note that the Wii console must have the latest version of the Wii system menu in order to play the Game Disc.

Updating... Do not turn the power off. Please wait a moment.

OK

When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed, causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.

LANGUAGE SETTINGS

To play this game in English, change your language settings in the Wii System Settings.



⚠ CAUTION: WRIST STRAP USE

Please use the Wii Remote wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

PROLOGUE

Our universe is divided into two dimensions—inner space and outer space—that are locked in an eternal power struggle. In order to defend against outer space, the leaders of inner space have created several planets known as “earths” where they cultivate aggressive life-forms called humans. Humans act as inner space’s defensive front line.

However, the inherent emotional instability of humans is the cause of much concern for the leaders of inner space, who are known as the “creators.” Every so often, humans will overcome their natural desire to destroy beings different from themselves and choose instead to live in peace.

Each time humans stray from their intended purpose, the creators wipe the planet of its human population. They then create a new earth and cultivate humanity anew. In wiping out their defensive front line, however, they give outer space an opportunity to launch an assault.

Isa Jo

A soldier from inner space. Within Isa’s veins runs the blood of an outer-space being, which he inherited from his father, Saki.

Sensing an opening in inner space’s defenses, outer space sent a reconnaissance unit disguised as a human girl to inner space. The girl landed on the planet Earth-4, which had been wiped of human life by the creators.

However, during the process of infiltrating inner space, the recon unit lost her memory. Her directive to investigate and document the weaknesses of humans grew vague, leaving her merely with a curiosity toward them. She drifted through the desolate ruins of Earth-4, knowing only that she felt compelled to learn more about the human race.

Inner space soon detected the spy from outer space. They sent a rookie operative, Isa Jo, to Earth-4 to destroy the recon unit. This decision sparked much controversy within the ranks of inner space’s defense forces, as Isa’s father’s blood had been tainted by that of outer space, making Isa something not entirely human.



SIN & PUNISHMENT PROLOGUE

Kachi

A recon unit from outer space with no memory of her past. She is very curious about Isa, the first human she’s ever encountered.

Soon after landing on Earth-4, Isa came face-to-face with the recon unit amid the devastated remains of the planet.

Isa could have destroyed her then and there, but after watching the seemingly harmless girl indulge her curiosity about humans, Isa began to question his task. He sensed a strange connection with the girl and wondered if her natural impulses might be the most human of qualities. Instead of killing her, Isa decided to observe her for a while.

Furious at Isa for what they perceived as betrayal, the creators summoned the Nebulox, an elite group of highly trained human fighters from Earth-5. The creators ordered the Nebulox to exterminate both the alien recon unit and Isa.

The Nebulox consented to this task on the condition that the humans of Earth-5 receive expanded rights and privileges. And so the hunt begins...

Commander Deko

The Nebulox
Earth-5 Combat Specialists

Who is most worthy of being called human?

- The alien life-form with an insatiable curiosity about humans.
- The young fighter struggling to define his own humanity.
- The fighters who wish to end the oppression of humans on Earth-5.

Orion Tsang

Ariana Shami

Armon Ritter

Hibaru Yaju



CONTROLS

Sin & Punishment: Star Successor can be played using the Wii Remote™ and Nunchuk™ controller (Nunchuk style), Classic Controller™ (including Classic Controller Pro), Nintendo GameCube™ Controller, or Wii Zapper™. This instruction booklet will explain the controls for using the Wii Remote and Nunchuk.

Wii Remote and Nunchuk (Nunchuk Style)

Menu navigation controls appear in black. In-game controls appear in red.

Commands marked with **S** require a short button press.

Commands marked with **L** require a long button press.

For detailed controls of every action, see PG 15~18.

Control Stick

- Navigate menu
- Move character
- Hover (Press ↑)

C Button

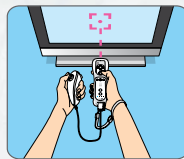
- Jump
- Confirm menu selection

Z Button

- Evade

POINTING

Aiming the Wii Remote controller's pointer at the screen is known as pointing. You can select menu options and move your targeting reticle by pointing.



Pointer

- Navigate menu
- Move reticle

+Control Pad

- Navigate menu

HOME Button

- Display HOME Menu

+ Button

- Skip cut scene
 - Display Pause Menu
- see PG 13



B Button

- Cancel
- **S** Melee attack
- **L** Fire gun

A Button

- Confirm selection
- **S** Lock on
- **L** Charge shot (Hold, then release)

Controls can be reconfigured on the Controller Settings screen in the Options menu see PG 20.

TWO-PLAYER CO-OP

This game supports two-player cooperative play. To use this mode, each player will need a controller (sold separately). Player 1 controls the character and a reticle, while Player 2 controls a second reticle.

Note: Player 2 can play using a Wii Remote by itself. No Nunchuk is necessary.

Player 2's character does not appear on the screen.

Additional Control Schemes

The chart below offers a glance at the additional control options available. The settings for each controller can be adjusted in the Options menu (see PG 20).

CLASSIC CONTROLLER (AND CLASSIC CONTROLLER PRO™)



	• Move character • Hover (Press ↑) • Navigate menu		• S Melee attack • L Fire gun
	• Move reticle		• S Lock on • L Charge shot
	• Jump		
	• Evade		• Display Pause Menu

You can also navigate menus with . Confirm menu selections with . Press to cancel.

GAMECUBE CONTROLLER



	• Move character • S Jump (Press ↑) • L Hover (Press ↑) • Navigate menu		• Evade
	• Move reticle		• S Melee attack (Press lightly) • L Fire gun • L Charge shot (Fully depress)
	• Lock on		
	• Display Pause Menu		

You can also navigate menus with . Confirm menu selections with . Press to cancel.

Wii ZAPPER



	• Move reticle • Navigate menu		• S Lock on • L Charge shot • Confirm selection
	• Move character • S Jump (Press ↑) • L Hover (Press ↑)		• S Melee attack • L Fire gun • Cancel
	• Evade		• Display Pause Menu

You can also navigate menus with . Confirm menu selections with .

For details on how to connect each controller type to your Wii console, refer to the controller's instruction booklet or the Wii Operations Manual.

Note: If Player 2 is using a Nintendo GameCube Controller, the controller must be connected to the Player 2 control port.

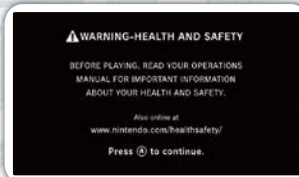
GETTING STARTED



GETTING STARTED

Correctly insert the Sin & Punishment: Star Successor Game Disc into the disc slot of the Wii Console.

- 1 When the screen to the right appears, read it and press (A).



- 2 Use your pointer to highlight the Disc Channel on the Wii Menu, then press (A).



- 3 When you see the Channel Preview Screen, highlight Start and then press (A).



- 4 Read the Wrist Strap usage screen, then press (A). After that, read the Wii Zapper Usage Screen, and press (A) once more to go to the title screen.



- 5 Press (A) to continue to the game-file-selection screen.



Select a File

At the screen on the right, select a game file to use. If it's your first time playing the game, select New File and press (A) to create your new file. If you choose to load a previously created file, you will be taken to the game menu.



Trash Can

DO NOT SAVE

Select this to play without saving your progress.

TRASH CAN

Select this to delete the save data of a chosen file.

Note: Once deleted, save data cannot be restored.

STARTING A NEW FILE

Enter a name and create new save data. When naming your file, enter characters one at a time by pointing at them and pressing (A). When you've finished naming your file, select OK to finalize the name. The name you enter here will be used in Rankings

see PG 19.



ABOUT SAVING

This game's autosave feature is enabled by default. Your progress through a stage is recorded as you pass through checkpoints (see PG 13) and your scores are automatically saved when you clear a stage or reach the Game Over screen (see PG 14). Settings on the Options menu (see PG 20) are saved when changes are made.

Note: • You can turn off autosave in the Save Settings menu found in the Options menu.

- At least one empty block in the Wii system memory is required in order to save.
- Do not turn off or reset the Wii console while data is being saved.
- Data cannot be saved to an SD Card.
- For information on how to delete data saved from the Wii system memory, please see the Wii Settings and Data Management section of the Wii Operations Manual – Channels and Settings.

Game Menu

Choose from four options. Select 1P Start or 2P Start to advance to the Select an Option screen.

Back

Return to the previous screen.



1P START

Single-player mode. Advance through the game by yourself.

2P START

Two-player mode. Advance through the game with a partner.

Note: Only Player 1 controls the character. Player 2 can only aim and shoot.

OPTIONS

Configure options for controls and save data [see PG 20](#).

RANKINGS

Check your best scores and access the online leaderboards using Nintendo® Wi-Fi Connection, [see PG 19](#).

Select an Option

Select from the following three options. Your game will begin once you have confirmed your selections.

CONTINUE

Continue the game from where you last left off.

NEW GAME

Start from the beginning of the game after choosing from the following settings.
DIFFICULTY — Select the difficulty of the game.

CHARACTER — Select the character you want to play as.

Note: Isa and Kachi have different aiming systems, [see PG 18](#) and charge shots [see PG 16~18](#).

STAGE SELECT

Jump straight to any stage you've already played. Your progress won't be saved in this game mode. The game ends once you clear the stage.

Note: Should you set a new high score for your selected stage on your play through, only your score will be saved.

STAGES

A variety of enemies and obstacles await you on each stage. Destroy enemies while avoiding enemy fire to advance to the next stage.

Game Screen

Score

The amount of points you have earned. Causing damage to enemies or obstacles will raise your score.

Multiplier

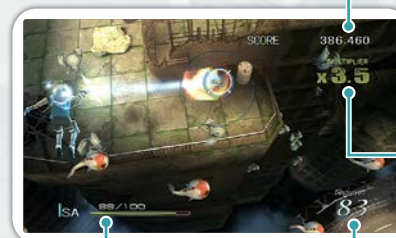
The multiplier applied to your score. It goes up when you destroy enemies or obstacles, but goes down each time you take damage.

Health Bar

Displays the player's health. It goes down when you take damage, and your game will end when it reaches zero, [see PG 14](#).

Destroyed

The number of enemies or obstacles you have destroyed.



ITEMS

Items may appear when you defeat enemies.

HEALTH BOXES



Restores a fixed amount of life. The color of the item indicates how much life it will restore.

COINS



Raises your score. The color of coin corresponds to its point value.

Note: Enemies will always drop coins when you defeat them with a counterattack, [see PG 17](#).

MEDALS



Appears when you fulfill certain conditions. Medals give you bonus points upon completion of a stage.

Checkpoints

Passing a checkpoint will automatically save your game and allow you to restart from that point.

Note: If you disable the autosave feature (see PG 20), your game will not save automatically.

Bosses

Each stage has multiple bosses that you must defeat to advance. When you defeat a boss, you will receive bonus points based on the amount of time remaining. Defeat the main boss at the end of each stage to clear that stage.

Boss Health Bar

Displays the boss's health.

Time

Shows how much time is remaining. When the timer reaches zero, your multiplier will decrease.



Pause Menu

Press (+) to pause the game and display the Pause Menu.

OPTIONS	Change settings related to controls or saving, (see PG 20).
SAVE & QUIT	Save your progress and exit the game. When you resume play, you will continue from the most recent saved checkpoint, but your score will not be saved. Note: This option is not displayed when playing a stage selected via Stage Select, (see PG 11).
QUIT	Exit the game and return to the game menu.

Stage Results

The Stage Results appear when you complete a stage. At this screen, you'll receive bonuses for the feats you accomplished during the stage.



BOSS BONUS	Awards points based on how quickly you beat the main boss.
LIFE BONUS	Awards points based on your remaining health.
SPECIAL BONUS	Awards points based on how many medals you acquired.

Game Over

When your health reaches zero, you will be presented with the option to continue. Select Yes to resume your game from the last checkpoint reached. Select No to review your scores for your last play through.



SCORE UPLOAD

If you score a personal best during a stage, you'll be asked to update your score on the online leaderboards, (see PG 19) via Nintendo Wi-Fi Connection. Your best scores may also be uploaded afterward from the Personal Bests screen, (see PG 19).

ACTIONS

Isa and Kachi are capable of a variety of actions, which are explained below. Their basic maneuvers are identical.

Move

Tilt  to move your character in the corresponding direction.

Jump

Press  to jump.



Evade

Press  to evade. Tilt  in any direction, and press  to evade in that direction. Your character is invincible while evading.



Hover

Tilt  up to start hovering. While hovering, you can move in all directions with .



Aim

Point the Wii Remote at a location on the screen to move your reticle to that location.

Reticle



Shoot

Press  to fire your weapon. You will continue firing for as long as you hold down the button.



Lock On

With your reticle placed over a target, tap  to lock on to the target. Press  once more to cancel the lock-on.

Shots fired while locked will automatically track the target's movement, but they are less powerful than normal shots.



AIMING SYSTEMS

Isa and Kachi have different aiming systems. When playing as Isa, locking on to a target must be performed manually. When playing as Kachi, the reticle will automatically lock on to the first target it makes contact with while you're firing.

Melee Attack

Quickly tap **[B]** to unleash a powerful, close-range blow. You can link up to three melee attacks into a powerful combo by repeatedly pressing **[B]**. Each successive strike in the combo deals more damage, but takes more time to recover from.



COUNTERING PROJECTILES

You can redirect certain enemy projectiles by hitting them with your melee attack. Projectiles you redirect will fly toward the area where your reticle is positioned at the moment of contact. Lock on to a target before countering an incoming projectile to send the projectile at that target.

Charge Shot

Press and hold **[A]** to fill the gauge around your reticle. Once the gauge is full, release **[A]** to fire off a high-powered charge shot.



Charge Shot Gauge

USING YOUR CHARGE SHOT

Charge shots are extremely powerful, but they need to recharge between each use. You must wait until the gauge, shown in red, resets before you can unleash another blast.



Gauge Cooling Down



CHARGE SHOT VARIATIONS

Isa Jo's and Kachi's charge shots differ greatly from each other. Use the strengths of each to achieve the best results in battle.

Isa Jo

Isa Jo's charge shot explodes at the moment of impact. Both the target aimed at and targets in the vicinity will be damaged by the massive explosion.



Kachi

Kachi's charge shot has homing capabilities and can lock on to multiple targets at once. Kachi's charge-shot gauge will fill as she locks on to a maximum of eight targets. You can choose to lock on to eight separate targets or lock on to a single target multiple times.



Once you've fulfilled a certain set of conditions in the game, you will gain the option to switch between Isa and Kachi midgame. Once this option is available, press **[Y]** (for the Wii Remote and Nunchuk and Classic Controller control schemes) to switch characters. If playing with the Nintendo GameCube Controller or the Wii Zapper, you can switch characters by pressing **[A]**.

RANKINGS

Log on to Nintendo Wi-Fi Connection to view online leaderboards* and upload your own scores.

*Broadband Internet connection is required to access online features/data.

Personal Bests

Review your best scores for each stage and difficulty here. Select the Upload Scores option to post your scores to the online leaderboard.

Upload Scores

This icon will only appear when you have a new high score that you haven't uploaded to the online leaderboards.



Online Leaderboard

Select this option to log on to Nintendo Wi-Fi Connection and access the latest leaderboard data. Choose the stage, character, difficulty, and location, and then choose View Rankings to see the top scores.



LEADERBOARD DATA

After accessing the leaderboard data, you can see the best scores for your chosen settings, as well as where your score slots within the rankings.



NINTENDO WI-FI CONNECTION

IMPORTANT: To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail, or home address when communicating with others.

The End User License Agreement that governs Wii online game play and sets forth the Wii Privacy Policy is available in the Wii console's System Settings and online at support.nintendo.com/wiiprivacy.jsp.

OPTIONS

You can adjust various settings related to game play in the Options menu.

Player 1 Controller Settings



Adjust controller settings for Player 1. You can customize your controls for each control scheme and set which controller you want the game to give priority to.

Player 2 Controller Settings



Adjust controller settings for Player 2.

Display Settings



Adjust settings related to display, such as the size and position of on-screen game info. You can also change the language of subtitles.

Sound Settings



Adjust the volume for the game's cutscenes, sound effects, and music. You can also switch the voice language between English and Japanese.

Save Data



Adjust options related to saving data.

AUTOSAVE

When enabled, the autosave function saves your game each time you reach a checkpoint, complete a stage, arrive at the Game Over screen, or adjust settings.

MANUAL SAVE

Select this to manually save your current settings and game progress.

*If you disable the autosave feature, you must manually save your game to record your progress.

SIN & PUNISHMENT

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ORIGINAL MANUAL

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